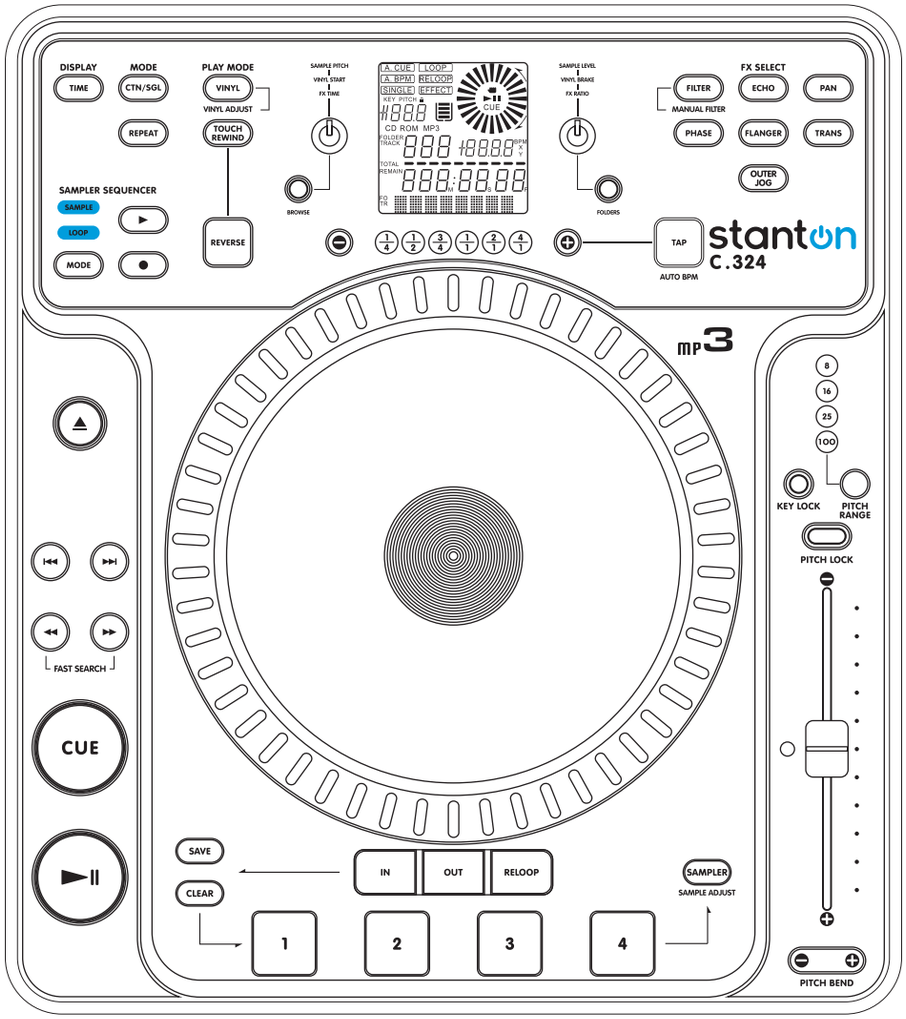
stanton

C.324

PROFESSIONAL TABLE TOP CD PLAYER



USER'S MANUAL

IMPORTANT SAFETY PRECAUTIONS

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use the apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/ accessories specified by the manufacturer.
12. Use only with a cart, stand, tripod, bracket or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13. Unplug this apparatus during lighting storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. When the mains plug or appliance coupler used as the disconnect device, it shall remain readily operable.
16. Please keep the unit in a good ventilation environment.
17. This product is in compliance with EU WEEE regulations. Disposal of end of life product should not be treated as municipal waste. Please refer to your local regulations for instructions on proper disposal of this product.

WARNING

To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture. The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.

CAUTION: To reduce the risk of electric shock, do not remove any cover. No user-serviceable parts inside. Refer servicing to qualified service personnel only.

The lightning flash with arrowhead symbol within the equilateral triangle is intended to alert the use to the presence of un-insulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock.

The exclamation point within the equilateral triangle is intended to alert the user to the presence of important operation and maintenance (servicing) instructions in the literature accompanying this appliance.

CAUTION

To prevent electric shock, do not use this polarized plug with an extension cord, receptacle or other outlet unless the blades can be fully inserted to prevent blade exposure.

INFORMATION

Thank you for purchasing Stanton's newest innovation in professional tabletop CD players. The C.324 offers up hot new features and sleek design with unmatched reliability, engineered to bring ultimate performance and control to even the most discerning artist.

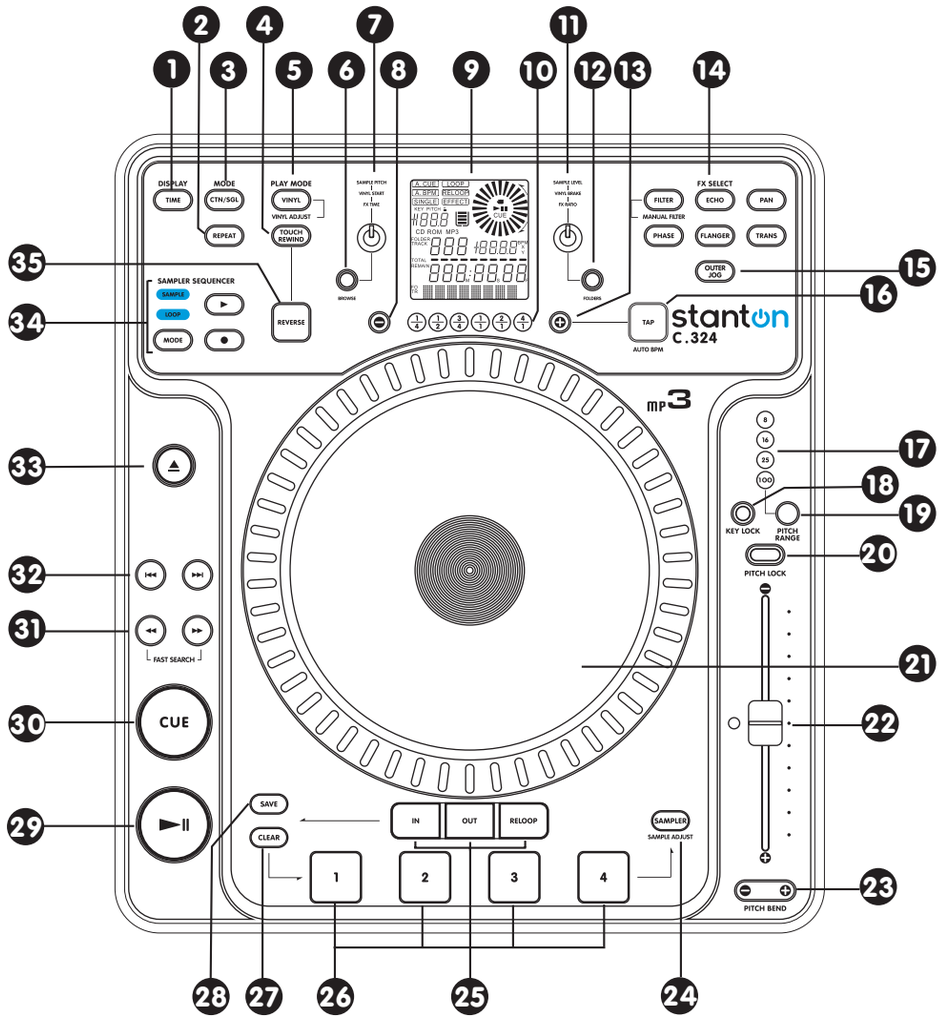
Designed for DJs who want to play and scratch CDs just like vinyl, our flagship tabletop CD player features a large touch-sensitive jog wheel, making it possible to mix, scratch, and beat juggle just like using a turntable. An easy to read blue LCD display with a track position marker, along with adjustable pitch range, key lock, pitch bend, and reliable, anti-shock playback with auto cue and instant playback offer even more control and flexibility. The C.324 even goes a step further by adding MP3 playback, onboard sampling with four trigger buttons and cue memory plus seamless looping, 7 high quality DSP effects, and an S/PDIF digital output-expanding your creative possibilities beyond that of traditional turntables. Thoughtfully designed and engineered to give you the most intuitive experience possible, the C.324 delivers all these features in a logical layout with quality components, all at an affordable price. Congratulations on your Stanton purchase, and welcome to a new level of professional quality sound performance!

MAIN FEATURES

- MP3 Playback up to 320Kbps with Folder and Track browsing
- 10 seconds of anti-shock memory
- Instant start
- Seamless looping
- 4 memory pads for saving loops, cue points, or samples
- Touch-sensitive jog wheel for scratching and beat juggling
- Easy to read LCD display with visual marker for track position
- Adjustable pitch range (+/- 8%, 16%, 25%, 100%) with Key Lock
- Pitch Bend: Up to +/- 8% via buttons; up to +/- 100% via jog wheel
- Reverse play
- Vinyl Mode with adjustable platter start / brake speed
- Auto and manual BPM function
- S/PDIF digital output
- Onboard sampling with four user-friendly trigger pads and cue memory
- 7 high quality DSP effects: Manual Filter, Auto Filter, Echo, Phase, Flanger, Transform, and Pan with auto beat-sync and jog wheel control
- Auto cue function (-48 dB)
- Fast track seek via jog wheel
- Selectable elapsed, remaining, and total remaining time display
- Single or continuous play
- Fader start / Relay Play
- 6 beat-sync time parameters for FX: 1/4, 1/2, 3/4, 1/1, 2/1 and 4/1
- CD slot in
- Real-time Sample /Loop sequencing
- Beat synchronized Samples and loops

Visit www.stantondj.com for downloadable updates, videos, and news about this product.

CONTROL OVERVIEW — TOP PANEL



1. **TIME** – Switches the time value displayed on the LCD between elapsed track time, remaining track time, and the total remaining time for the entire disc. Markers next to the time readout indicate which of these modes is enabled.
2. **REPEAT** – When in SINGLE mode, the unit will repeat the current song. In Continuous mode, the unit will repeat the entire disc.
3. **CTN/SGL** – Toggles between Continuous and Single play modes. Continuous mode operates like a normal CD player, playing the entire disc without stopping. Single mode only plays one track at a time, returning to the Cue point when the track is completed. The LCD will display “SINGLE” when in that mode.
4. **TOUCH REWIND** – Enables the jog wheel to facilitate beat juggling by simply tapping the surface area of the jog wheel. Touching and releasing the jog wheel once will return playback to the last marked Cue point.
5. **VINYL** – Enables the touch sensitive jog wheel (#21) to respond like a turntable. During normal play mode, touching the platter will pause playback, and moving the platter forward or backward will create scratch sounds.
6. **BROWSE** – This button activates the browsing feature. As the name says, it allows you to browse the tracks on your CD without actually selecting each one as you go down the list. With this function active, turn the encoder to browse, and push on the encoder to select. This function works with both MP3 and audio discs.
7. **FX TIME ENCODER** – This multi-function encoder controls various parameters of the unit, depending on the selected mode: FX Time, Sampler volume, Vinyl start time, and MP3 browsing. See operating instructions for further explanation.
8. **MINUS BUTTON** – Moves the Time Division Indicator (#10) to the left (for use with the DSP FX (#14)).
9. **LCD DISPLAY** – Shows various information on the status, modes, and functions of the unit.
10. **TIME DIVISION INDICATOR** – Indicates the time division (in beats) used by the DSP FX (#14). When 1/4 is selected, the activated FX will modulate with every quarter beat; 1/2 signifies half beats; 3/4 signifies three quarter beats; 1/1 signifies one beat; 2/1 signifies 2 beats; and 4/1 signifies 4 beats (1 measure).
11. **FX RATIO ENCODER** – This multi-function encoder controls various parameters of the unit, depending on the selected mode: FX Ratio, Sampler pitch, Vinyl brake time, and MP3 folder browsing. See operating instructions for further explanation.
12. **FOLDERS** – With the browsing function active, this button enables browsing of folders on an MP3 disc. With this function enabled, turn the encoder to browse folders. Disable to browse all tracks on the disc.
13. **PLUS BUTTON** – Moves the Time Division Indicator (#10) to the right (for use with DSP FX (#14)).

14. **FX SELECT** – These six buttons refer to each of the individual DSP effects. Press once to engage (illuminated) and press again to disengage. Use the TIME KNOB, RATIO KNOB, MINUS BUTTON, and PLUS BUTTON to fine tune the parameters used for these FX. For the Filter effect, pressing once engages or disengages the autofilter effect (illuminated red). Holding down the button engages the manual filter effect (illuminated green).

15. **OUTER JOG BUTTON** – Activates the outer jog wheel to control the DSP effects Ratio parameter. This function is only active when an effect is on. If Jog is on but all effects are off, the outer wheel still controls the pitch bend.

16. **TAP BUTTON** – Tap along with the music to enter manual BPM values for use with DSP FX. This is generally used to manually calculate BPMs when the Auto BPM function is unable to lock onto a consistent beat. You must tap at least four times in order for a calculation to occur, and the calculation will only be as accurate as your tapping. Using this button will disengage the Auto BPM function. To return to Auto BPM, simply hold down the Tap button until the display reads A.BPM in the top left corner.

17. **PITCH RANGE INDICATORS** – Indicates the pitch range in percent as selected by #19.

18. **KEY LOCK BUTTON** – Enables the key lock function, which allows the tempo or BPM of the music to be altered without affecting the key. This button is illuminated when enabled.

19. **PITCH RANGE BUTTON** – Selects between a pitch range of +/- 8, 16, 25, or 100%.

20. **PITCH LOCK BUTTON** – When illuminated, the pitch control is locked at 0%, regardless of the pitch slider's position.

21. **JOG WHEEL**– This touch-sensitive wheel has multiple functions:
    a. When in pause or cue mode (without vinyl mode engaged), the jog wheel can be used as a frame search control, allowing you to set it to a specific point (frame).
    b. During normal playback (without vinyl mode engaged), the wheel works as a pitch bend, similar to a "push" or a "drag" on a turntable. Turning the wheel counterclockwise temporarily slows down the playback speed according to the speed, velocity, and duration that's applied to the wheel. Turning the wheel clockwise temporarily speeds up the playback speed. Pitch will return to the current setting when the wheel stops.
    c. When in VINYL mode, the top platter acts just like a vinyl turntable, moving the playback position forward or back in response to your movements. The outer jog wheel still performs the pitch bend function (or effects ratio when Jog is on).
    d. TOUCH REWIND mode is similar to vinyl mode, except playback returns to the Cue point anytime the top platter is touched. The outer jog wheel still performs the pitch bend function (or effects ratio when Jog is on).
    e. The wheel can also be used to adjust the out point of a loop. Activate the Loop Out Adjust mode by holding down the Loop Out button until the numeric position shows at the bottom of the display. Turn the wheel to the new out point. Press Loop Out again to save the new point and exit the mode, or press Reloop to exit and return to the previous out point.

22. **PITCH SLIDER** – Used to adjust the playback pitch percentage. The slider is a set adjustment and will remain set until it is either moved, or the PITCH LOCK is turned on.

23. **PITCH BEND BUTTONS** – Used to temporarily decrease or increase the playback speed. Pitch will return to the current setting when released.

24. **SAMPLER BUTTON** – Once cue and/or loops are saved to one or all of the MEMORY PADS (#26) the SAMPLER button can be engaged (illuminated blue). Once in this mode, sounds stored in the MEMORY PADS will play regardless of whether the unit is in CUE, PLAY, or PAUSE mode. This means that you can play samples at the same time that your CD is playing. Press the SAMPLER button again to disable and stop sample playback. The audio sample can even play after the disc has been ejected. The sampler pitch can be adjusted by turning the TIME KNOB, or by pressing the button down and rotating the JOG WHEEL simultaneously. The sampler volume can be adjusted by turning the RATIO KNOB or by pressing the button down and rotating the JOG WHEEL simultaneously. By using the SAMPLE MODE button (section #34), samples can be played once, or looped continuously.

25. **LOOP IN / OUT/ RELOOP** – These buttons control the marker points for seamless, on-the-fly looping. Press IN to set a cue point or the starting point of a seamless loop. Press OUT to set the ending point of a loop, and the loop will continue to play until the OUT button is pressed again. If a seamless loop has been made, but the CD player is not actively in loop mode (not playing), pressing the RELOOP button will instantly reactivate the loop. Press OUT to exit the loop. LOOP and RELOOP will appear in the LCD display when the reloop function is available. During play mode, pressing the RELOOP button will instantly return play to the last set point without interrupting playback. The wheel can also be used to adjust the out point of a loop. Activate the Loop Out Adjust mode by holding down the Loop Out button until the numeric position shows at the bottom of the display. Turn the wheel to the new out point. Press Loop Out again to save the new point and exit the mode, or press Reloop to exit and return to the previous out point.

26. **MEMORY PADS** – Four different cue points and/or loops can be saved to these buttons. See operating instructions on page 9 for further explanation.

27. **CLEAR BUTTON** – Clears cue points stored in the MEMORY PADS (please refer to item #26).

28. **SAVE BUTTON** – After creating a loop point (#25), pressing this button allows you to store the loop to one of the four MEMORY PADS. While the SAVE button is flashing red, press one of the memory pads to store the loop in that location. Pads can also be overwritten in the same way.

29. **PLAY/PAUSE BUTTON** – Press to play the CD from the current location, or to pause it at the current location.

30. **CUE BUTTON** – During normal playback, pressing this button immediately returns the track to the last set cue point and pauses playback when released. Pressing CUE again will engage the cue monitor, which plays the track from the cue point until you release the CUE button. If you press pause (#29) at any time other than the currently stored cue point, pressing CUE will reset the cue point to the new position. Whenever the Cue button is flashing, pressing it will save a new Cue point. A cue point can also be set in real time in VINYL MODE by holding the top portion of the platter and pressing CUE, a cue point will be set at the current position.

31. **SEEK BUTTONS** – Allows you to SEEK through a track or a CD in either direction. While in pause mode, tracks can be moved one frame at a time. Holding down one of these buttons will cause the search in that direction to occur at a faster rate. Holding down either Seek button while turning the wheel will engage Fast Search.

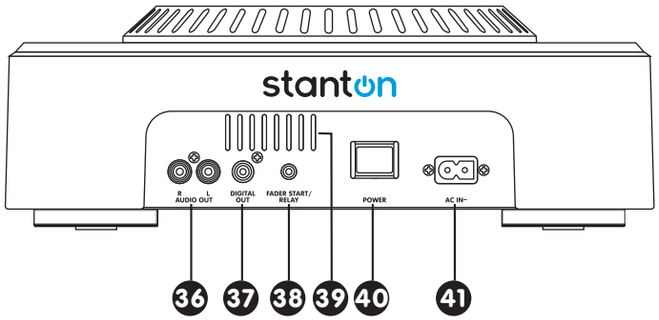
32. **SEARCH BUTTONS** – Tapping one of these buttons will skip to the previous or next track. Holding it down will rapidly skip through the tracks.

33. **EJECT BUTTON** – The CD will only eject while in pause or cue mode, and will not work while a CD is playing.

34. **SAMPLER SEQUENCER** – Once you have more than one pad loaded with a cue or loop, these pads can be sequenced and played back in succession in the order that you choose. Up to 32 steps can be stored in this sequence. The recorded sequence can start playing by pressing the PLAY button. Or it can start automatically after you stop recording by turning on the AUTOSTART mode. To turn AUTOSTART on or off: press and hold the MODE button in the SAMPLER SEQUENCER section and turn the left FX TIME encoder. The display will change between ASTRT ON and ASTRT OFF.

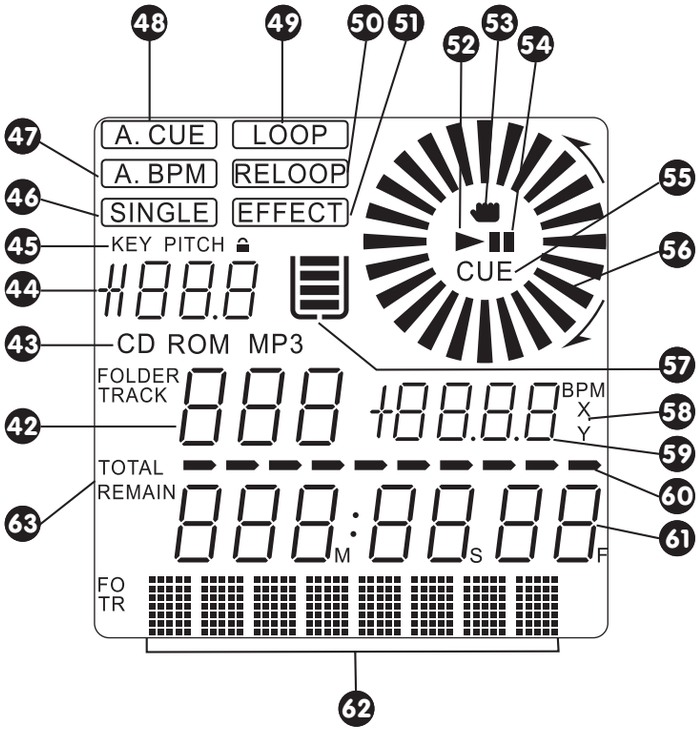
35. **REVERSE BUTTON** – When engaged (illuminated) playback will occur in the opposite direction (backwards). This function works for normal playback, sample playback and loop playback.

CONTROL OVERVIEW — REAR PANEL



36. **AUDIO OUT** – This analog output signal requires a pair of RCA cables (left and right) to be connected to a line level input.
37. **DIGITAL OUT** – This digital output signal requires one S/PDIF (75Ohm, coaxial) cable to be connected to a S/PDIF input on your mixer or computer.
38. **FADER START/ RELAY** – This connection allows two CD players to be linked for relay play. This can also be connected to a mixing board that supports automatic fader start.
39. **VENT SLITS** – These openings are used for the proper ventilation of the unit. In order to prevent overheating and to ensure proper operation, do not cover or block these slits.
40. **POWER BUTTON** – Turns the unit on and off.
41. **AC IN** – Plug in the power supply cable here. The plug can only be inserted in one direction, so do not force it.

LCD DISPLAY



42. **TRACK** – Indicates the current track selected or being played.
43. **CD/MP3** – Indicates whether the current disc is a standard audio disc or an MP3 disc.
44. **PITCH VALUE** – Shows the percentage of the pitch slider.
45. **LOCK** – Shows when Pitch Lock and/or Key Lock are active.
46. **SINGLE** – Controlled by the CTN/SGL button, this indicates when the unit is set to play just one track at a time. When this is not illuminated, the CD will play continuously through all tracks.
47. **A.BPM** – Indicates when Auto BPM is active. To activate, press and hold the TAP button.
48. **A.CUE** – Indicates when Auto Cue is active. To activate Auto Cue, press and hold the SGL/CTN button.
49. **LOOP** – Indicates when the CD is in loop mode.
50. **RELOOP** – Indicates when there is a previously set loop, and that the loop is ready to be played again.
51. **EFFECT** – Indicates when an effect is active.
52. **PLAY** – Indicates when the unit is currently playing a CD.
53. **HAND** – Indicates when the touch sensitive surface of the jog wheel is active.
54. **PAUSE** – Indicates the unit is in CUE or PAUSE mode.
55. **CUE** – Indicates the unit is at a cue point and is ready to play.
56. **WHEEL INDICATOR** – This is a visual representation of a vinyl marker, which is traditionally used to mark the location of a certain sound or cue point on a vinyl record. Here, it indicates the play position, rotates during playback in either direction, and stops during cue or pause mode. It also indicates the speed of the forward and reverse search operation.
57. **ANTI SHOCK AND BUFFER INDICATOR** – Indicates the current status of the buffer memory. This is represented on the display by a bucket being filled or emptied. The bucket itself represents the instant start function (which works by buffer memory). If the bucket is flashing, the instant start is not available. Each bar within the bucket represents 2 seconds of anti shock protection. There is up to 10 seconds of anti shock protection available. It is recommended to let the bucket fill up before using the jog wheel in vinyl mode.
58. **X/Y/BPM** – Indicates whether PARAMETER (#59) is displaying the BPM or effect parameters.
59. **PARAMETER** – Shows the current BPM count, or tempo of the music. Also shows the effects TIME and RATIO parameters while they are being adjusted.
60. **TIME BAR** – Shows a proportionate visual representation of the time remaining or time elapsed.
61. **TIME DISPLAY** – Displays the time of track(s) currently selected in increments of Minutes, Seconds, and Frames.
62. **TEXT** – The text portion of the display (the bottom row) is mainly used to display MP3 file names or CD text information. It is also used to display various messages, such as effects parameter settings and so on. See operating instructions for further explanation.
63. **ELAPSED / TOTAL/ REMAIN** – Indicates whether the time shown on the display refers to total remaining time or track remaining time. If either of these are not illuminated, this indicates elapsed track time.

SET UP

CHECKING THE CONTENTS

Check that the carton contains all of the following items.

- Tabletop CD player unit
- Printed user's manual
- One RCA cable
- One power cable
- One fader start / relay cable

INSTALLING THE UNIT

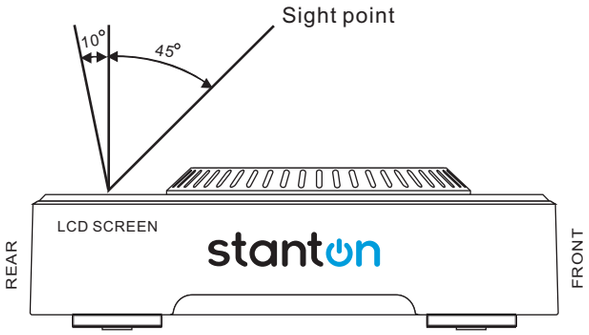
- Place the unit on a flat, level surface.
- Be sure the player is in a well-ventilated area where it will not be exposed to direct sunlight, high temperatures, or high humidity
- Try to place the unit as far as possible from TVs and tuners, as the unit may cause undesirable interference.
- The player will work normally when the unit is within 15 degrees of the vertical plane. If the unit is tilted excessively, discs may not insert or eject properly, or playback may be adversely affected.
- The unit's LCD screen is designed to be clearly visible within the angles shown in the following figure. Place the unit so that the LCD screen is within this visual range for optimal clarity.

CONNECTIONS

- Make sure that the unit and any other equipment in the signal chain are turned off prior to making any connections.
- Connect the RCA cable to the rear of the unit and to the input on your mixer.
- Connect the power cable to the rear of the unit and to a proper AC outlet.

CAUTION

- Be sure to use the supplied cables. Using other types of cables may result in damage to the unit.
- To avoid severe damage to the unit, be sure power is OFF when making any connections.



OPERATING INSTRUCTIONS

UPDATING FIRMWARE

Checking Firmware Version

- Turn the unit off.
- Hold down the MODE button (under SAMPLE SEQUENCER) while powering up the unit.
- Release MODE to go back to the normal playback mode.

Updating The Firmware

Firmware updates may, as necessary, become available from Stanton's website (www.stantondj.com) as downloadable ISO files, which are needed to create a bootable CD. We recommend using Magic ISO Maker (www.magiciso.com) PC software to burn the disc.

- Once you have burned a bootable disc from the ISO file, insert the CD into the C.324. The display will read UPDATE, then SUCCESS.
- The unit will automatically eject the CD once the update is complete.
- Turn the unit off and back on to complete the update process.

EJECT FUNCTION

Press the eject button to eject the disc. The disc will not eject unless the player is in cue or pause mode. This prevents accidentally ejecting the disc when in play mode.

CD SLOT IN

Insert your CD in the CD Slot. Make sure that you only hold the CD with 2 fingers on the edge. Avoid touching the inside area of the CD.
Carefully place a CD with the image facing up into the CD slot. The CD is automatically pulled in. When inserting a CD of 12cm in diameter, use a conventional adapter.

DO NOT POWER OFF UNIT WHILE DISC IS INSERTED Removing the disc from the drive before powering off will insure that the laser pickup remains properly calibrated over time. Leaving a disc in the device while powering off could also cause the jog wheel sensitivity to shift, as the same "memory" is shared between laser pickup and jog wheel calibration data. See "Jog Wheel Sensitivity "on page 11 for information.

BURNING CD-Rs CD-RWs

When burning CD-Rs or CD-RWs for the C.324, it is strongly recommended to set your burner at 8x write speed. You can change the write speed within your CD burning software. Check the following links for specific instructions:

- Windows: http://support.microsoft.com/kb/309522/en-us
- Mac:http://docs.info.apple.com/article.html?artnum=303599

SELECTING TRACKS

Whether using MP3 or standard audio discs, tracks can be selected in one of two ways:

- Select the desired track by pressing the Track BACK or FORWARD buttons to move to the previous or next track. When a new track is selected during playback, playback begins as soon as the track selection is completed.
- Press the BROWSE button located to the left of the LCD display. Turn the encoder to browse the list of tracks on the CD. While the track number is flashing, push down on the encoder to select the track. If it is an MP3 disc with folders, use the FOLDER encoder to browse folders as desired. The FOLDER button will light up when in Folder mode.

OPERATING INSTRUCTIONS

STARTING PLAYBACK

Press the PLAY/PAUSE button during the pause or cue mode to start playback. The PLAY/PAUSE button illuminates with a solid green light during playback.

STOPPING PLAYBACK

There are two ways to stop playback. Press the PLAY/PAUSE button during playback to pause at that point, or press the CUE button during playback to return to the position at which playback started.

CUEING

Cueing is the action of preparing tracks for playback. When the CUE button is pressed, playback returns to the cue point and enters pause mode. When the PLAY/PAUSE button is pressed during the cue mode, playback starts. Playback can also be resumed from cue mode by pressing the PLAY/PAUSE while holding the CUE button. This same action can be performed on the memory pads.

Auto Cue

The unit's Auto Cue function will automatically set the first cue point at the beginning of each track. To return to that cue point, simply press the cue button. To save that cue point, hit save and press any pad. If the pad already has a cue point, it will be replaced.

- To turn Auto Cue on and off, hold down the SGL/CTN button. When Auto Cue is on, the display will show A. Cue

Setting Cue Points

There are several ways to set and recall cue points, either in real-time to enhance a performance and create cool effects, or offline for fine adjustments.

- During playback, press any empty memory pad to set a cue point on the fly. The pad's indicator will flash red while saving the cue point, and then turn to green to show it is ready for playback. Press it again to return to the cue point in real-time. Once the cue has been recalled, the indicator will turn red to show playback was started from that cue point.
- During playback in vinyl mode, touch the platter and press the CUE button to set a new cue point. The unit will enter pause / cue mode.
- During pause mode, use the jog wheel to find the right cue point. In CD mode (vinyl off), the unit will repeat the same frame over and over, creating a stutter effect. This function is called Frame Search. While the CUE button is flashing, press it to select the cue point.

HINT: Anytime the CUE button is flashing, it means it is ready to save a new cue point. In vinyl mode, the platter will act just like a turntable.

BEAT MATCHING

Adjusting the Pitch

With your first deck playing and your second deck cued, start playback in sync with the downbeat of the song playing on the other deck. Quickly adjust the pitch using the PITCH SLIDER to match the tempo of deck one. Moving the slider up (away from you) will decrease the tempo, while moving it down will increase the tempo.

Pitch Bending

As you are finding the right tempo, the track position will drift until it is fine-tuned and the tempo is matched. Pitch Bending provides a quick fix to keep the position as close as possible to deck one. Pressing the PITCH BEND – or PITCH BEND + buttons will decrease or increase the speed of playback temporarily. The extent to which the speed is changed is proportionate to the amount of time the button is pressed. For example, if the PITCH BEND + button is held in continuously, the speed continues to increase until the maximum limit set by the PITCH RANGE is reached.

Once the PITCH BEND + button is released the pitch will return to the pitch set by the PITCH SLIDER.

The jog wheel can also be used to temporarily bend the pitch of the music during normal playback. Rotate the wheel clockwise to speed up and counterclockwise to slow down. The speed that you rotate the jog wheel determines the percent of pitch bend. It is recommended that you use the outer edge of the jog wheel for this type of control, as touching the top surface may cause interruption of playback in certain modes of operation.

Key Lock

This function allows the tempo or BPM of the music to be altered without affecting the musical key. While this button is illuminated, the key will be locked at zero. This is handy when accelerating tracks to avoid the chipmunk effect.

VINYL AND SCRATCHING

Vinyl Mode

In vinyl mode the inner jog wheel will simulate the behavior of a turntable. The top surface of the wheel is touch sensitive. Putting your hand on the wheel will stop playback, as it would on a vinyl record. Once playback is stopped, moving the wheel back and forth will create a scratching effect, like on an analog turntable.

- To activate vinyl mode, press the VINYL button.

Adjusting the Vinyl Start and Brake times

You can adjust the start and brake times so it starts up like a turntable when pressing the PLAY/PAUSE button while in vinyl mode.

- Hold the VINYL button until is starts flashing.
- Use the encoder labeled VINYL START (left) to adjust the start time. Simply turning the encoder will fine-tune the start time. For a faster adjustment, push down on the encoder while turning the outer jog wheel.
- Use the right encoder, labeled VINYL BRAKE to adjust the brake time. Follow the same instructions as for the start time.
- Press the VINYL button to exit.

Touch Rewind

With this feature active, every time you touch the top wheel surface, playback will pause and return to the last cue point. Upon releasing the wheel, playback will resume from that cue point. This enables a quick and effective beat juggling effect with a single record… or CD rather.

- To activate Touch Rewind mode, press the TOUCH REWIND button.

USING EFFECTS

Effects

There are seven on-board effects: auto filter, manual filter, echo, pan, phase, flanger, and transformer. Up to three effects can be used simultaneously.

- To activate an effect, simply tap the desired FX SELECT button. Both filters are activated via the FILTER button. The manual filter is activated by holding down the button until it lights up green.

Parameters

- Use the Time Division Indicators to change the effects time in sync with the music, or the FX TIME encoder to adjust it manually. When 1/4 is selected, the activated effect will modulate with every quarter beat; 1/2 signifies half beats; 3/4 signifies three quarter beats; 1/1 signifies one beat; 2/1 signifies 2 beats; and 4/1 signifies 4 beats (1 measure).
- The FX RATIO encoder controls the depth, feedback, or level, depending on the effect. This parameter can also be controlled by the outer jog wheel by activating the OUTER JOG button.

Hint: With OUTER JOG active, turn on the manual filter by holding the FILTER button. Now, turn the outer wheel to create a filter sweep.

OPERATING INSTRUCTIONS

LOOPS

Creating Loops

- Engage playback by pressing the PLAY/PAUSE button, causing it to illuminate solid green (not flashing).
- Set the start point of the seamless loop by pressing the IN button at the desired point in time. This will cause the OUT button to flash green.
- Set the end point of the loop by pressing the OUT button at the desired point in time. Playback will immediately return to the previously set IN point and play to the OUT point, creating a seamless loop without interruption. The RELOOP button will now be flashing green, and the LOOP indicator on the LCD screen will now be flashing.
- To exit the loop, press the OUT button again. When the music reaches the OUT point, it will play through it instead of looping back to the IN point.
- To replay or reenter the loop, press the RELOOP button. The loop can be re-triggered by pressing the RELOOP button (until a new loop is created). Press the OUT button to exit the loop again.

Modifying Loops

Once a seamless loop is created, the OUT point can be changed.

- Hold down the Loop OUT button until the time position shows at the bottom of the display.
- Turn the wheel to the desired out point.
- Press Loop OUT again to save the new point and exit the mode, or press RELOOP to exit and return to the previous out point.

BEAT SYNCHRONIZED LOOPS and SAMPLES

Auto loop enables BPM determined sections (Loops and Samples) to be recorded by only defining the in-point of the loop. The BPM engine determines the out-point, based on the selected Time Division. For example, if the tempo is 120 BPM and the time division is 4/1, a loop will be created that is 2 seconds in length. To set a beat synchronized loop:

- Make sure an effect is not engaged.
- Press the desired beat division (#10) by using the + and – buttons (#8 and #13). Press a pad. The in-point of the loop is set to the current playback position.
- At the end of the loop length as determined by the beat division the out-point is set.
- The loop then begins.
- Press OUT to exit the loop.
- A beat synchronized loop can be converted to a cue point, with the in-point of the loop as the cue location.
  - Turn off the time division selection by using + or - buttons
  - Press the CTN/SGL button to enter Single mode.
  - Press a pad and it now stores a cue point

THE MEMORY PADS

Using Cue Points

- To save a cue point to an empty pad, simply press the pad. It will flash red, and then turn solid green, letting you know that a cue point has been stored.
- Press the button again, and playback will seamlessly restart from the stored cue point and the button will turn red. You can repeatedly press the pads to create a stuttering effect. If the unit is in pause or cue mode, pressing the button will start playback from the stored cue point, but will only keep playing while the button is depressed, just like the main CUE button.
- To save the current cue point (either created manually or by the Auto Cue function), first press SAVE, then the pad on which to save the cue point.

Using Loops

- Loops must be created using the main loop interface. Once a loop is created, press the SAVE button followed by the pad on which to save that loop.

Clearing the Pads

- Press the CLEAR button (#27). While it is flashing, press the pad(s) you wish to clear and those will also flash red. Press CLEAR once more to complete the process, and the pad lights will now turn off, letting you know that there is no information stored in them.
- Press and hold the CLEAR button, then press the pad. It should now light red to indicate that it has been selected; release the CLEAR button, the selected pad will be immediately deleted.

USING SAMPLES

The on-board sampler simply uses cue points and loops, and plays them back from the internal memory, independently of the audio from the disc.

- Once cue points or loops are stored to one or more of the memory pads, pressing the SAMPLER button (#24) will engage sample mode. SAMPLER button will illuminate in blue.
- Use any memory pad to trigger a sample.

Changing the Sample Pitch and Level

The pitch and level of each sample can be adjusted individually. In order to do so, sample mode must be active, and the sample you wish to adjust must be playing.

- With the sample playing, press and hold the SAMPLE button until it starts flashing.
- To adjust the pitch, turn the SAMPLE PITCH encoder. For broad adjustments, press and turn the encoder.
- To adjust the level, turn the SAMPLE LEVEL encoder. For broad adjustments, press and to turn the encoder.

SAMPLER STEP SEQUENCER

Once you have more than one pad loaded with a cue or loop, samples can be sequenced and played back in succession in the order that you choose. This works like any ordinary step-sequencer, meaning that samples are equenced offline so it does not matter how quickly you trigger the samples. It will play the entire sample then move on to the next one seamlessly.

Creating a Sequence

- Press MODE to switch to loop mode. With the sampler engaged, press the RECORD button in the SAMPLER SEQUENCER section (#34) and it will light red.
- Press the pads in the desired sequence (empty pads will not be recorded). Up to 32 steps can be stored. If you are recording less than 32 steps, press record again to end the sequencing.
- Press the PLAY button in the SAMPLER SEQUENCER section and the sequence will play.

REAL-TIME SEQUENCING

Real-time sequencing allows you to record a sequence of cues or samples, memorizing the time you hit the pad and the length that you held the pad. This allows you to create rhythmic sequences, similar to a drum machine.

Transport Real-Time Sequencing (Cue Point Mode)

The transport real-time sampling does not require the sampler to be engaged. It can be used to sequence a series of cues. Real-time recording length can either be done manually or BPM synchronized. To perform manual real-time sequencing of the memory pads, follow the steps outlined below:

- Program several sample cues by pressing the pads.
- Ensure that the SAMPLE button is not lit.
- Hit the RECORD button and make sure the beat-division indicators are not illuminated. The real-time sequence recording is now armed and the RECORD button blinks. If a previous sequence had been recorded then the PLAY button will become unlit.
- Upon hitting the first pad, recording begins and the RECORD button no longer blinks (it will remain solid).
- Press the RECORD button to end the recording. The recording automatically starts playing (and will loop) depending if AUTOSTART has been engaged. The PLAY button illuminates. The pads illuminate based upon the sequence in which they were recorded.

To record a BPM synchronized real-time sequence:
- Program several sample cues by pressing the pads.
- Ensure that the SAMPLER button is not lit.
- Hit the RECORD button. The real-time sequence recording is now armed and the RECORD button blinks. If a previous sequence had been recorded then the PLAY button will become unlit.
- Select the beat division indicator to set the desired sequence recording length.
- Upon hitting the first pad, recording begins and the RECORD button no longer blinks (it will remain solid).
- At the end of the BPM determined length, the recording automatically starts playing (and will loop) depending if AUTOSTART has been engaged. The PLAY button illuminates. The pads illuminate based upon the sequence in which they were recorded.

To exit a real-time sequence:
- Press the PLAY button to stop the sequence (the PLAY button blinks), or press a pad to override the sequence playback. If a pad is pressed while it is the current playback pad in a sequence, the playback from that pad will resume until the pad is released or until the PLAY/PAUSE button is hit.

Transport Real-Time Sequencing (Sample Mode)
The sample mode of the real-time sequencer is very similar to the cue point mode. The following steps are performed:
- Program several sample cues by pressing the pads.
- Press the SAMPLER button.
- Make sure the mode of the sampler is set to “SAMPLE”.
- Hit the RECORD button and make sure the beat-division indicators are not illuminated. The real-time sequence recording is now armed and the RECORD button blinks. If a previous sequence had been recorded then the PLAY button will become unlit.
- Upon hitting the first pad, recording begins and the RECORD button no longer blinks (it will remain solid).
- Press the RECORD button to end the recording. The recording automatically starts playing (and will loop) depending if AUTOSTART has been engaged. The PLAY button illuminates. The pads illuminate based upon the sequence in which they were recorded.

To record a BPM synchronized real-time sequence:
- Program several sample cues by pressing the pads.
- Press the SAMPLER button.
- Make sure the mode of the sampler is set to “SAMPLE”.
- Hit the RECORD button. The real-time sequence recording is now armed and the RECORD button blinks. If a previous sequence had been recorded then the PLAY button will become unlit.
- Select the beat division indicator to set the desired sequence recording length.
- Upon hitting the first pad, recording begins and the RECORD button no longer blinks (it will remain solid).
- At the end of the BPM determined length, the recording automatically starts playing (and will loop) depending if AUTOSTART has been engaged. The PLAY button illuminates. The pads illuminate based upon the sequence in which they were recorded.

To exit a real-time sequence:
- Press the PLAY button to stop the sequence (the PLAY button will blink) or press the SAMPLER button.

SAMPLE mode LED on

☞ CUE point Mode: (Sampler Off)
- Program several cues and ensure that the SAMPLER button is off; press the ● button and it blinks red. LCD indicates BANK P01 and press a pad. Up to 32 pads can be stored. Press the ●button to end the recording.
- Press ▶ button to start playing the sequence that had been recorded and press the ▶ button again to stop the sequence.
- In pause mode, press and hold the pad; the CD will continue playing. Release the pad and the music stops. In play mode, the CD is always playing.

☞ Sample Mode: (Sampler On)
- Program several cues and ensure that the SAMPLER button is on; press the ● button and it blinks red. LCD indicates BANK P01 and press a pad. Up to 32 pads can be stored. Press the ● button to end the recording.
- Press ▶ button to start playing the sequence they had been recorded in and press the ▶ button again to stop the sequence.
- Press and hold the pad, the sample music is playing; release the pad no music is played.

PS: ❶Pad programmed, as long as time division is selected or ● button is pressed, it begins playing.

❷To engage AUTOSTART: Press and hold MODE button, then turn the FX RATIO knob to on/off the AUTOSTART mode. The AUTOSTART status will indicate in the LCD.

LOOP mode LED on (Creating a Sequence)
- Press the ● button in the SAMPLER SEQUENCER section (#34) and it will light red.
- Press the pads in the desired sequence (empty pads will not be recorded). Up to 32 steps can be stored. If you are recording less than 32 steps, press ● again to end the sequencing.
- Press the ▶ button in the SAMPLER SEQUENCER section and the sequence will play. SAMPLE will continue to play the sequence over and over until sample mode is disabled. The SAMPLER SEQUENCER feature works in cue, play, or pause modes.

SAVING PRESETS AND CUE POINTS

This unit will retain the setting you have made for most of the functions even if you unplug it. These functions include Pitch Range, Pitch Lock, Key Lock, effects, Vinyl and Touch Rewind, Single/Continuous, Auto BPM, and Repeat.

In addition, the unit will save and recall cue points and loops saved to the four pads for up to 500 CDs.

- To save cue points, loops, and setting, press and hold the SAVE button until the display reads SAVING.
- To recall cue points, before inserting the CD, press the SAVE button to activate the Recall function. Then insert the CD and the LCD will display “RECALL”. The pads will flash one after another and then change to green. When the last pad has changed to green, then you can press a pad to recall a cue point.

For example, if every time you turn on the unit you want it to load up in vinyl mode, with the pitch range set to 16%, single mode, and auto cue on, turn on all these functions and save.

WARNING: Do not power off the unit right after saving. You must wait at least 3 seconds in order for the new presets / cue points to be stored in memory.

OPERATING INSTRUCTIONS

JOG WHEEL SENSITIVITY

The touch sensitivity of the jog wheel can be adjusted to fit the needs and feel of different users. When adjusting the sensitivity, be conscious of extreme settings which may affect your performance. Setting the sensitivity too high would engage the touch sensitivity with the hand just above the wheel. Setting the sensitivity too low may not engage the touch even while pressing firmly on the wheel.

- To adjust the jog wheel touch sensitivity, press and hold the PITCH LOCK button while turning either encoder. Release PITCH LOCK when done. Wait at least 3 seconds before powering off the unit.

FACTORY SETTINGS

To return to factory settings…

- Power off the unit.
- Press and hold the CLEAR button as you power up the unit.
- When the display reads clear ALL, release the CLEAR button.

WARNING: Restoring factory settings will delete cue point memory.

SLEEP

The C.324 will automatically go into sleep mode after 15 minutes of inactivity. Press either the PLAY or CUE button to wake it up.

FADER START

By connecting the CD player to a mixing board that has the fader start feature, the crossfader will engage playback or cue mode depending on its location. If the CD player is connected to the left side of the crossfader, playback will start once the fader is moved from the left most position towards the right. The CD player will re-cue itself when the crossfader is brought back to the left most position. Two CD players can be hooked up in this fashion to work on both sides of the crossfader.

RELAY PLAY USING TWO PLAYERS

When both CD players are connected to each other via their FADER START/RELAY jacks, the players can work in unison by playing tracks one after another from both units.

- Set both players to single play mode (the SINGLE indicator will be illuminated in the LCD displays).
- Begin playback on the first player.
- When the first track ends, playback will automatically start on the second player and the first player will automatically enter standby mode.
- When the track on the second player ends, the first player will play the next track. The players will continue to perform continuous relay play until stopped or until the last track is played.
- You can set a cue point on the standby player to jump directly to that point.

WARRANTY & RETURN POLICY

Warranty

Through Stanton's authorized dealers around the World, Stanton, or one of Stanton's authorized distributors outside the U.S., will, without charge, repair or replace, at the sole discretion of the entity responsible for making the repair or providing the replacement, any Stanton merchandise proved defective in material or workmanship for a period of one year following the date of original purchase. Exceptions to this warranty are as noted below:

The warranty for mechanical parts which are subject to wear and tear are limited to the earlier of either thirty (30) days following the date of original purchase or the following number of cycles: Faders - 15,000; Rotary potentiometers - 10,000; and Switches - 10,000.

Stanton will warrant all replacement parts and repairs for ninety (90) days from the date of original shipment. Repairs made necessary by reason of misuse, alteration, normal wear, or accident are not covered under this warranty.

Returns

Authorized Stanton dealers are only authorized to sell and distribute merchandise within a specific country. All goods requiring warranty repair or replacement must be returned (freight prepaid if not hand-delivered) to the authorized Stanton dealer from whom the merchandise was purchased and in the same country where the merchandise was purchased. For purposes of purchases made via the Internet, the merchandise must be returned to the authorized Stanton dealer in the country where the authorized Stanton dealer which sold the merchandise to purchaser is located and not the authorized Stanton dealer in the country where the purchaser is located or the country in which the merchandise was received. Any returns to a non-authorized dealer or to an authorized Stanton dealer not in the same country as the merchandise was intended to be sold or as set forth above will void this warranty.

To initiate a warranty repair, you must contact the authorized Stanton dealer from whom you purchased the merchandise, and follow such authorized Stanton dealer's return policy.

Stanton assumes no risk and shall be subject to no liability for damages or loss resulting from the specific use or application made of the merchandise. Stanton's liability for any claim, whether based on breach of contract, negligence, infringement of any rights of any party, or product liability, and relating to the merchandise shall not exceed the price received by Stanton from your purchase of such merchandise. In no event will Stanton be liable for any special, incidental or consequential damages (including loss of use, loss of profit and claims of third parties) however caused, whether by the negligence of Stanton or otherwise. To the extent permitted by law and except as otherwise provided above, Stanton disclaims any express or implied warranties of merchantability or fitness for a particular purpose.

The above warranty provides you with specific legal rights. You may also have additional rights, which are subject to variation from state to state and country to country.

If there is a dispute regarding the warranty of merchandise that does not fall under the warranty conditions stated above, please include a written explanation with the merchandise when returned pursuant to the terms and conditions set forth herein.

Please register your product online at www.stantondj.com

SPECIFICATIONS

APPLICATION Model C.324

POWER SUPPLY
AC 100V, 50/60Hz (For Japan)
AC 110V, 60Hz (For Taiwan)
AC 120V, 60Hz (For U.S.A., Canada, Mexico)
AC 220V, 50Hz (For United Arab Emirates, Chile, Argentina)
AC 220V, 60Hz (For Philippines)
AC 230V, 50Hz (For Europe, New Zealand, South Africa, Singapore, Israel)
AC 240V, 50Hz (For Australia, U.K.)

POWER CONSUMPTION: 17W

DIMENSIONS 318 (W) x 358 (D) x 109.5 (H) mm

WEIGHT 4.48Kg

AUDIO CHARACTERISTICS

ITEM	TYPICAL	LIMIT	CONDITION
Output Level	1Vrms+/-0.5dB	1Vrms +/-1dB	1KHz, 0dB
Channel Balance	Within 0.5dB	Within 1dB	1KHz, 0dB
Frequency Response	20-20KHz +/-0.3dB	20-20KHz +/-1dB	0dB OUTPUT
De-Emphasis	-20dB+/-0.1dB	-20dB+/-1dB	16KHz,-20dB
Channel Separation (*2)	94dB	90dB	1KHz, 0dB
THD+N (*1)	0.005%	0.01%	1KHz, 0dB
S/N (*2)	127dB	100dB	1KHz, 0dB
Digital Output Level	0.5+/-0.03V P-P	0.5+/-0.1V P-P	75OHM LOAD

NOTE: *1: WITH 20KHz LOW PASS FILTER.
*2: WITH 20KHz LOW PASS FILTER AND "IHF-A" WEIGHTED.

SEARCHING TIME (TESTDISC: TCD-792**)**

ITEM	TYPICAL	LIMIT	CONDITION
(1)Short access time	2sec	4sec	Play next track
(2)Long access time	4sec	6sec	Track 1→Track20 Track 20 →Track 1

PLAY ABILITY

ITEM	TYPICAL	LIMIT	CONDITION
(1) Interruption	1mm	0.7mm	TCD-725
(2) Black Dot	1mm	0.6mm	TCD-725
(3) Finger Prints	75um	65um	TCD-725
(4) Eccentricity	140um	140um	TCD-712 W/O TRACK JUMP
(5) Vertical deviation	1mm	0.5mm	TCD-731R

GENERAL

System	Compact Disc Digital Audio
Disc Loading	Slot in
Display	LCD
Pitch Control Range	Within +/-8%, +/-16%, +/-25%,+/-100%
Pitch Bend	+/-8%
Pitch Accuracy	+/-0.15%

NOTES
(1) The specifications are subject to change to any improvement by negotiations in advance.
(2) The parts are subject to change to any improvement within the range of the specifications.

MP3 FORMAT

Disc Format	Applicable file extensions	mp3 . MP3 . mP3 . Mp3
	ISO9660	max. 63 characters
	Joliet	max. 63 characters
	CD-ROM sector format	mode-1 only
	Max. number of Folders	255
	Max. number of files	max. 999 files (* note #1)
MP3 Format	MPEG 1 Layer 3 standard (ISO/IEC 11172-3), which provides for single channel (‘mono’) and two-channel (‘stereo’) coding at sampling rates of 32, 44.1 and 48KHz.	32/40/48/56/80/96/112/128/160/192/224/256/320 Kbps Xing/VBRI VBR
	MPEG 2 Layer 3 standard (ISO/IEC 13818-3), which provides for similar coding at sampling rates of 16, 22.05 and 24 KHz.	32/40/48/56/64/80/96/112/144/160 Kbps
	MPEG 2.5 Layer 3 standard, which provides for similar coding at sampling rates of 8, 11.025 and 12 KHz.	32/40/48/56/64/80/96/112/144/160 Kbps
Disc Writing Method	Disc at Once and Track at Once	
	Multi Session	If the 1st session is CDDA, you can playback only CDDA track. If the 1st session is MP3, you can playback only MP3 file.